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Subject: Can some one help?

Posted by [HORQWER](#) on Wed, 03 Oct 2007 10:45:41 GMT

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Umm me and my friends are making a mod or a game (we will use renegade engine or make our own) so we dont want purchase terminals there

do u have an idea of things we could do about it like do u have an idea of any of new thing?

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Subject: Re: Can some one help?

Posted by [zillia](#) on Wed, 03 Oct 2007 12:03:48 GMT

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Ferkhat Shubladze wrote on Wed, 03 October 2007 05:45Umm me and my friends are making a mod or a game (we will use renegade engine or make our own) so we dont want purchase terminals there

do u have an idea of things we could do about it like do u have an idea of any of new thing?

Yeah, I got an idea for ya.

Try thinking of your own idea's as its your idea to do that anyway so..

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Subject: Re: Can some one help?

Posted by [Jerad2142](#) on Wed, 03 Oct 2007 12:25:03 GMT

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Ferkhat Shubladze wrote on Wed, 03 October 2007 04:45Umm me and my friends are making a mod or a game (we will use renegade engine or make our own) so we dont want purchase terminals there

do u have an idea of things we could do about it like do u have an idea of any of new thing?

There is a jfw script that brings up a purchase menu on key press.

Or you could use one of the buy on zone entry scripts.

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Subject: Re: Can some one help?

Posted by [Slave](#) on Wed, 03 Oct 2007 12:32:39 GMT

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You should definently create your own game engine.

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Subject: Re: Can some one help?

Posted by [HORQWER](#) on Wed, 03 Oct 2007 21:48:22 GMT

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Ya I should, because renegade sucks.  
Hope you will like to join!

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Subject: Re: Can some one help?  
Posted by [Ethenal](#) on Wed, 03 Oct 2007 21:57:30 GMT  
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Can you code in Native C++? Because any other language (Mainly the ones that use .NET or something similar) will run slow as hell.

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Subject: Re: Can some one help?  
Posted by [CarrierII](#) on Wed, 03 Oct 2007 22:12:34 GMT  
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You could create a semi-functional OpenGL engine in Delphi, my brother and his friend only moved to C++ because it was better, not because Delphi actually couldn't manage.

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Subject: Re: Can some one help?  
Posted by [Ethenal](#) on Wed, 03 Oct 2007 22:45:17 GMT  
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Of course there are other languages, but I'm not sure as to which ones do NOT use the .NET framework (or the equivalent). Not that there's anything wrong with the .NET framework, but it's designed for applications that don't necessarily require much speed, as games often do.

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Subject: Re: Can some one help?  
Posted by [Tunaman](#) on Wed, 03 Oct 2007 23:19:40 GMT  
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I doubt that he could make anything that could tax a program written using the .NET runtime.

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Subject: Re: Can some one help?  
Posted by [jnz](#) on Wed, 03 Oct 2007 23:24:01 GMT  
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Ferkhat Shubladze wrote on Wed, 03 October 2007 11:45(we will use renegade engine or make our own)

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lol. make one within this year and i will video tape myself eating my own worn sock.

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Subject: Re: Can some one help?

Posted by [Matix101](#) on Wed, 03 Oct 2007 23:49:21 GMT

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Quote:(we will use renegade engine or make our own)

That has to be the quote of the century.

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Subject: Re: Can some one help?

Posted by [AoBfrost](#) on Thu, 04 Oct 2007 13:11:48 GMT

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RoShamBo wrote on Wed, 03 October 2007 19:24Ferkhat Shubladze wrote on Wed, 03 October 2007 11:45(we will use renegade engine or make our own)

lol. make one within this year and i will video tape myself eating my own worn sock.  
I'll eat my face.

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Subject: Re: Can some one help?

Posted by [Zion](#) on Thu, 04 Oct 2007 14:53:56 GMT

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First time i read that RoShamBo, i thought you said you'd eat your own swollen cock.

If you build your own games engine that rivals todays ones within the year, i will let you take my anal virginity...

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Subject: Re: Can some one help?

Posted by [The Elite Officer](#) on Thu, 04 Oct 2007 18:30:06 GMT

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Ferkhat Shubladze wrote on Wed, 03 October 2007 06:45Umm me and my friends are making a mod or a game (we will use renegade engine or make our own) so we dont want purchase terminals there

do u have an idea of things we could do about it like do u have an idea of any of new thing?

Yeah I got an idea, it's called [www.rengelp.net](http://www.rengelp.net)

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Subject: Re: Can some one help?

Posted by [HORQWER](#) on Thu, 04 Oct 2007 22:44:20 GMT

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can u guys register in my mod/game forums !!

<http://mideastconflicts.clicdev.com/f/>

(i just want more people)

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